

Claims

1. A character management system, comprising:

one or more game servers constructed to create one or
more characters for each of users online, and provide game
5 environments where the created characters can be developed,
that is grown, with the characters being connected to the
game servers online;

10 one or more game database (DB) servers connected to
the game servers, respectively, and constructed to allow
the characters, created by the users, to be classified
according to the user and registered in the game DB
servers;

15 a character management server constructed to manage
the characters of the users registered in the game DB
servers, classify ability levels or experience levels
according to factors, store therein a plurality of mini
games that can be played through mobile communication
terminals to allow the mini games to be downloaded to the
mobile communication terminals, and selectively distribute
20 data about ability levels or experience levels acquired by
the users to ability levels or experience levels of a
plurality of characters of a corresponding user; and

25 the mobile communication terminals of users
constructed to acquire ability levels and experience levels
by playing mini games downloaded from the character

management server, and transmit data about acquired attribute variations to the character management server.

2. The character management system according to claim 1, further comprising an interconnection server implemented 5 with a server of a mobile communication company or a separate Internet Data Center (IDC) to develop experience levels, ability levels, etc. of the characters while interconnecting between the mobile communication terminals of the users through the use of mini games, Short Message 10 Service (SMS), etc.

3. A method of providing a character management service using a character management server, comprising:

1) registering attributes of a user's own characters and characters to be developed, and a method of 15 distributing the attributes;

2) allowing a corresponding user to download mini games to the user's mobile communication terminal, generate data about attribute variations, such as experience levels and ability levels, through play of mini games, and receive 20 the attribute variations from the mobile communication terminal; and

3) classifying the data about the attribute variations according to factors, distributing the classified data to a plurality of characters registered by

the user and developing corresponding characters.

4. The character management service method according to claim 3, wherein the step 1) comprises:

obtaining characters of games while interconnecting
5 with respective game servers;

displaying the obtained characters to allow one of the characters to be selected; and

inducing the user to select and register attributes to be developed, among attributes of the characters
10 selected by the user, and a method of distributing the attributes.

5. The character management service method according to claim 3, wherein the step 1) comprises further registering information about details, such as IDs or
15 passwords of game servers to which the user subscribes, at the time of registration.

6. The character management service method according to claim 3, wherein the mini game at step 2) is a game that is programmed and registered in advance to allow experience
20 levels and ability levels to be classified through the number of games played or score of a game and to be downloaded to the mobile communication terminal of a corresponding user.

7. The character management service method according to claim 3, wherein the receiving of data about the attribute variations at step 2) is performed to allow the corresponding mobile communication terminal to access the
5 character management server and receive the data as occasion demands.

8. The character management service method according to claim 3, wherein the receiving of data about the attribute variations at step 2) is performed to allow the
10 character management server to continuously access the user's mobile communication terminal and to receive the data.

9. The character management service method according to claim 3, wherein the factors at step 3) includes at
15 least one of a factor having an attribute of attack power, a factor having an attribute of defense power, a factor having an attribute of intelligence, and a factor having an attribute of magic power.